

Dzmitry Navak iOS developer

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Summary

I have near 7 years of software development experience, mostly as iOS and web developer. I started with C for programming ARM microcontrollers and C++/C# software for simulation different physical processes in semiconductors and conductivity of composite materials. It was mainly connected with my physical education and science work. This period give me needed background for starting commercial software development and possibility to solve nontrivial problems.

Several years I spent working on different ecommerce solutions for Russian market using PHP as backend developer and CSS/js as frontend. I invested my free time to building background in base web technologies which used widely now in all spheres of software development. I was very excited with new technologies and finding new ways to improve my skills.

After joining Burstly iOS team I started my way in mobile development. I like it because relatively small size of applications gives the possibility to build world-class products with small teams, and I'm really enjoy that I already worked on several such projects.

Technical Skills

Languages:

As iOS dev I'm proficient with Objective-C and Swift. I started moving to Swift after Swift 2.1 release and now considering it as my primary working tool. Also had experience with: PHP, JavaScript, SQL, HTML, C/C, Bash, JAVA, Python

Databases: MySQL, SQLite, SQL Server

Development Software: Xcode, Visual Studio, Android Studio, Git/SVN

Application / Web Servers: Apache

Cloud services: Amazon AWS (EC2, S3), Parse, Google cloud endpoints, Quickblox

iOS key projects

Classpass iOS app (classpass.com) Jan 2015 - current

Description: Classpass is a fast growing service which provides access to booking sport activities in different Cities. Main idea it to sell one plan which give access (with some limitations) to any partner gym, yoga studio etc. Started from NY it now works in more than 50 cities in US, Uk and Australia.

Environment: Swift, Objective-C, Circle CI, Quick/Kiwi, SnapKit, Mantle, Mixpanel

Role: iOS developer. Discussing and implementing improvements for maps, content filtering and new features like ratings, A/B testing app features. Working on code refactoring to make it less coupled and more reusable. Implementing unit tests. Code reviews. Moving app from Obj-c to Swift.

Burstly SkyrocketApp iOS SDK Mar 2011 - Jan 2014

Product was closed after aquired by apple:

(<http://appleinsider.com/articles/14/03/13/apple-acquired-burstly-may-be-closing-down-skyrocket-app-monetization-service->)

Environment: Objective-C, Team City, GHUnit, UIAutomation, js

Description: skyrocketapp was a SDK for mobile app developers, monetization instrument which integrates most of mobile Ad-networks (has own Ad-network too) and solutions in one customizable and ready to use instrument. It was used by most of “big names” in mobile game-dev as Rovio, EA, Zynga, Disney

Role: remote iOS developer. Communication with team, planning of product improvements. Implementing TDD using TeamCity as continuous integration server for iOS and Android. Working on refactoring of SDK core, integrate new partners networks, implementing new JS-driven MRAID Ad's. Working with most important clients as remote engineer to help solve their problems with any Ads integrations.

Spot.com & Yoga.com iOS apps Jan 2014 - Oct 2014

Mainly worked with their yoga app (<https://itunes.apple.com/us/app/id653453499?mt=8>). Also with fitness and heartrate apps (see links on sport.com).

Description: Fitness apps with social functions.

Environment: Objective-C, RestKit, Cocoapods

Role: iOS developer. Implementing first version of native social module with local data storage “Fit&Share” (something like instagram for fitness). Module was fully customizable using css-like syntax files for simple integration in the different apps. This module was released as separate app later - <https://itunes.apple.com/US/app/id977991432?mt=8> (not by me)

Working on yoga app updates, ios7 redesign with UI based on serverside configs for A/B testing support. Working on other common modules for all apps, preparing heartrate app for release.

Ampetronic Measurement App 2014

(http://www.ampetronic.co/Products/testing_equipment/Loopworks-Measure-iOS-App/App)

Description: Combines an iOS phone or tablet App that utilises a self-calibrating Receiver that together become accurate, dedicated field strength meter (FSM). The App and Receiver are supported by the Loopworks online database and reporting tools

Environment: Objective-C, Javascript, D3.js, C, AudioUnit, SVN, AFNetworking, REST, CoreData, MagicalRecord, Accelerate framework

Role: Main iOS developer. Implementing app from scratch. Preparing algorithms for calibrating probes and live signal analysis. Building the app. Adding devices synchronization with data server.

Education

Belarusian State University,

Sep 2004 - June 2009

Physics Faculty

Specialty – Semiconductors and nanoelectronics. Worked with synthetic diamonds, HPM devices and high voltage impulse generators. Published several papers.

Additional

Languages: English (advanced writing & intermediate speaker), Russian - native

Interests: Orienteering, running, adventure races as competitor, cycling as fan, travelling, education.